Dragoneer's Aria
EVERYONE 10+
ENFANTS ET ADULTES 10+
E
10+
CONTENT RATED BY
CONTENU ÉVALUÉ PAR
ESRB
NIS America

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

Story

In ages past, the Holy Dragon was annihilated by the Black Dragon. But from his soul six new dragons were born. Together with the Dragoons, these dragons have been charged with the protection of the world.

For centuries, all is peaceful...until the day of Dragoon Valen Kessler's graduation ceremony. The Black Dragon appears and destroys the capital city, Granadis. The Water Dragon appears to challenge the intruder but is slapped briskly aside. When it's all over, Valen runs into Euphe, a strange young healer with some connection to the Water Dragon. Together they're charged with the task of ensuring the safety of the world's dragons, as well as uncovering the dark mystery behind the sudden attack of the vicious Black Dragon...

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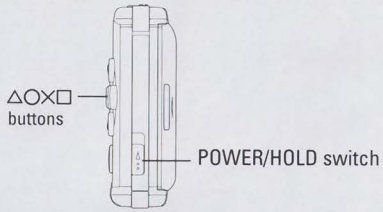
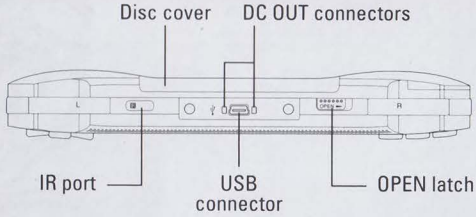
Setting Up

Right Side View



Front View



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT Dragoneer's Aria disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the × button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

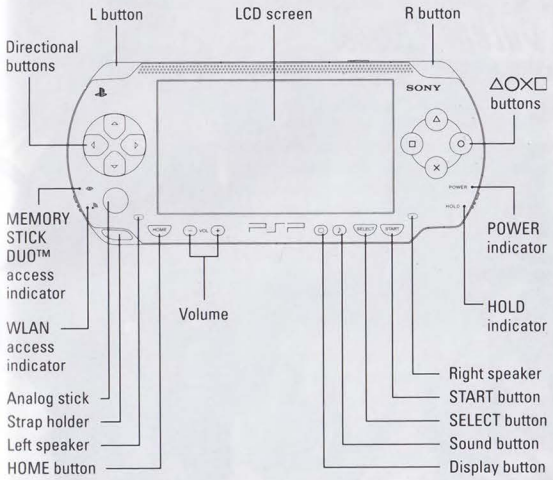
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

Controls

PSP® (PlayStation®Portable) system configuration



Up/Down Directional buttons	Move menu cursor / change leader
Left/Right Directional buttons	Move target cursor (on Field)
Analog Stick	Move character (on Field) / Move cursor (in Battle)
□ button	Use Field Skill (on Field)
○ button	Cancel
× button	Confirm selection / Interact with people and objects, and enter doors.
△ button	Open Main Menu
R button	Rotate the camera counter-clockwise. ❁
L button	Rotate the camera clockwise. ❁
L + R button	Reset to default camera position.
HOME button	Quit Game
SELECT button	Toggle area map ON/OFF
Wireless LAN Switch	Turn ON to connect, OFF to disconnect from the Network

❁ This is the default key configuration.

Character Intro

Valen Ressler

The hero of our story and a budding Dragoon. A sincere, prodigious young man. He is generally calm and contemplative, but often takes things too seriously. His determined nature tends to lead him headlong into danger. He is severely dedicated to his ideals. If he swears an oath, he follows it through no matter the danger to himself. Sword are his weapon of choice, and he favors the one-handed longsword.

Euphe Ralm

An odd girl Valen meets amid the chaos of the Black Dragon's assault. A curious, lively, positive young girl. She loves shiny things and cute things. She thinks Valen is both shiny and cute. She can take the injuries and sickness of others onto herself, then cure them within her.

Mary Murphy

Born as a pirate's daughter out on the open seas. She grew up with the love and care of her kind-hearted peons, since her dad died when she was 11. She's been captain of the ship ever since, up until the day it was devoured by "the 'demon current". She runs into Valen and Euphe while on a quest to find the Water Dragon, whom she's heard can raise ships from the briny deep. Her rifle is nearly as tall as she is, but she wields it better than the biggest sailor.

Ruslan L'Avelith

A lone wolf who sees no need for relationships with others. He grew up as a mediator between the human and spirit world. But after witnessing the folly of man time after time, he became sick of his duty and returned to the solitary wilderness. He uses a circular blade when he has to get up close and personal.

Langley Baldwin

Valen's childhood friend and a highly respected Dragoon. He's the first-born son of the Baldwin family, which has a long, revered Dragoon history. He's received special training since he was a small boy. He and Valen grew up together and see each other as brothers. Langley is older, and Valen has always admired him. He has immense power and speed, and enough training to easily wield two blades at once.

Getting Started

Title Screen

Using the directional buttons, choose "New Game", "Load Game", or "Network". Press the ✕ button to confirm your selction.

New Game

Select to begin a new game.

Load Game

Select to load previously saved data.
When the Load screen appears, choose your data file and press the ✕ button to load it. When you see "Load Completed", press the ○ button to proceed.

Network

Enter cooperative, ad-hoc multiplayer mode. When using this mode, be sure to turn ON the wireless LAN switch on the PSP® system.

Voice Select

Select to switch between English and Japanese.

Saving

If you want to stop playing the game and save your current progress, you must find a Save Point. These Save Points can be found on the Field Map.

- This game requires a Memory Stick Duo™ or Memory Stick PRO Duo™ with at least 160 KB of space.
- Do not pull out the Memory Stick Duo™ or Memory Stick PRO Duo™ while saving or loading. This may cause damage to your files, resulting in corrupt or unreadable saves.

Exploring the World

The Field Map

1. Character (leader)
2. Character Name, Status, and HP
3. Toggle Map
   Press the SELECT button to display the entire Field Map.
4. Mana & Energy Gauge (see pg. 11)
5. Attribute (see pg. 19)

Objects on the Field Map

Save Point
Save your game progress here.

Mana Point
Recover 3 Mana here.

Item Point
Search the spot for an item or event.

Monster Icon
Monsters that roam the Field. You will enter battle when you come in contact with them.

Treasure Chest
Open the chest to obtain items.

- Brown Chest: Can be opened without any restriction.
- Green Chest: Use an item to open.
- Blue Chest: Have a Magic Lusce with a certain level of Luminescence equipped.

Enemy Search

The enemies on the field are represented by Monster Icons, which look like flying eyeballs. Target the Monster Icon with the left or right directional button to find out about their group make-up.

You can also find out how strong they are compared to you. If you target them to see their names, an enemy labeled red is higher in level, white is about even, and blue is lower.

Encounter

When you run into a Monster Icon, you will enter battle. These icons have a cone-shaped viewing range that centers at the eye. If you fall within their range of sight, it will chase you if they are the same or higher level, and will spin in place if they are lower level than you. You can run away, or change areas to escape the pursuit.

Shops

Visit all the different shops to find the best weapons and materials for your adventure!

Buying Items

Walk up to the shop you wish to enter and press the ✕ button. Once you enter, the shop keeper will automatically begin talking to you.

Shop Icons

Arms Dealer

If you need a stronger weapon or an ingredient for your crafted weapon, go to an arms dealer.

Ornamenteer

Here you can buy accessories that will boost your defense. Remember that certain accessories fit different numbers of Magic Lusce.

Item Clerk

Here you can buy consumable items, such as Potions, and ingredients for synthesis.

Recipe Clerk

Come here to buy recipes for various syntheses. These are recipes for weapons, accessories, and ingredients that are used in other syntheses.

Innkeeper

Visit the inn to take a rest from your battles. All your characters will recover to full HP.

When you use the inn, half a day will go by. This means that night turns to day, and day to night. Make use of this to trigger events that can only happen at night or to obtain items that are only available during the day.

Character Stats

Here is an explanation on how to view the status screen.

Status Screen

To see the character's stats, select (Status) from the Main Menu. Select the character with the L and R Buttons, and use the up/down directional buttons to select which stat you want to see.

Parameters

Stat	Details
LV	Current level
HP	Hit Points: Current HP / max HP
EXP	Experience Points
NEXT	EXP needed to Level Up
STR	Strength: Physical attack power
VIT	Vitality: Physical defense power
AGI	Agility: Skill at avoiding attacks
DEX	Dexterity: Accuracy of attacks
INT	Intelligence: Magical attack power
MND	Mind: Magical defense
ATK	Attack: Base damage for your attack power
DEF	Defense: Base damage you can block

▶ Boost your stats!
Weapons and accessories have stats that can increase your character's parameters, such as Strength and Mind.

Attributes	The base value when using attributed attacks.
Resistances	The base value of blocking attributed attacks.
Dragon Skill	Acquired Dragon Skills and their skill level. (Usable Dragon Skills will show up in blue.)
Battle Skills	Character abilities that can be used during battle, and their skill level. (See pg.15)
Field Skills	Character abilities that can be activated while running through the Field Map, and their skill level. (See pg.14)

Equipment & Items

Here is an explanation about changing equipment and using items.

Changing Equipment

Open the Main Menu with the △ button to change equipped items. There are four categories that pertain to equippable items.

- ◆ Weapon: Switch equipped weapon.
- ◆ Dragon Orb: Switch equipped Dragon Orb.
- ◆ Equip: Switch equipped accessory.
- ◆ Lusce: Switch equipped Lusce.

Select a category. The equippable item list will then be displayed, so select the item you wish to change. You can also select which character you wish to make these changes to by using the L and R Buttons. If you wish to de-equip an item, select that item and confirm with the ✕ button. (Note that you cannot de-equip weapons.)

About Magic Lusces

Magic Lusces are jewels that are made from pure magic. By equipping these Lusces to your accessories, you will be able to use the magic that the Lusces hold. Depending on the accessory, it may have up to 2 open slots, and one character may have up to a max of 6 Lusces at once. Some Lusces increase stats or allow you to summon strong monsters, so you should keep this in mind.

About Dragon Orbs

Equipping a Dragon Orb allows the character to use the Dragon Skill for the Orb's attribute. It will also enchant the weapon with that attribute, allowing the weapon's attack to have an elemental strength.

Using Items

To use an item, select (Item) from the Main Menu to display the list of items you currently have in your inventory. The first (Item) category displays your consumable items. Press the ✕ button to enter the list, and use the directional buttons to select which item you wish to use. Press the ✕ button again to (Use) the item, then select which character to use it on with the L and R Button. You can (Discard) an item in order to make more room in your inventory, but remember that you cannot throw out a single item, but must discard your entire stock of that item. (You cannot Discard any Lusce or Key Items.)

Mana & Energy

Mana & Energy

Mana refers to the magical energy needed to use magic and skills. 100 Energy = 1 Mana. You can only store up to 10 Mana (1000 Energy).

You will consume this magical energy in increments of Mana, but you must gain it through increments of Energy. The two numbers at the top describe your current amount. The Mana gauge gives you a visual idea of how much Mana you have stored up.

How to gain Energy

There are four ways to gain Energy.

❶ During battle, land a successful attack against the enemy.
Even if it does 0 damage, you will gain 50 Energy. A critical hit will gain 80.

❷ During battle, successfully guard against the enemy. Each time the character guards, you will gain about 100 Energy. (See (Guard) pg 15).

❸ Use a Crystal item. Items such as (Chipped Crystal), (Flawed Crystal), (Fine Crystal), (Flawless Crystal), and (Perfect Crystal) will regain a set amount of Energy.

❹ Touch a Mana Point on the Field Map.
The glowing green circles on the Field Map are called Mana Points, which grants you 300 Energy when you touch them.

One you have gained Mana, you can use it to activate Magic and Skills.

Skills & Magic

Characters know their Skills from the very beginning, and are useable from the very beginning of the game. Magic can be used by equipping jewels called Magic Lusce into accessory slots.

About Skills

There are different skills, including Field Skills that are used on the Field Map, Dragon Skills, and character-specific Battle Skills that are used in battle.

❑ Field Skill: Consumes 1 Mana

Each character has a unique Field Skill. The leader (displayed character) can activate this skill by pressing the □ button on the Field Map.

Dash
Run at a faster speed than normal for a set time. The higher the skill level, the longer the effective time.

Mana Sea
Slowly recover all ally HP for a set time. The higher the skill level, the more HP can be recovered.

Trap
Stop the movement of Monster Icons that come within range. The higher the skill level, the longer the effect lasts.

Phantom
Randomly warp away Monster Icons that come within range. The higher the skill level, the longer the effect lasts.

❑ Dragon Skill: Consumes 1 Mana

Dragon Skills are weapon attacks that borrow the power of the Dragon Orb. When equipped, the Dragon Orb will add an attribute to your attacks. Consider the weaknesses of the monsters that inhabit the region you are venturing through, and which orb to equip on which character. This will increase the strategy element of your gameplay.

You can select whether you want to do a strong attack at one target, or a normal one against all enemies. The attributed attacks become stronger with higher skill levels.

❑ Battle Skill: Consumes 1 Mana

Each character has a different Battle Skill. They are used to support characters other than themselves. Since it only costs 1 Mana to activate, you can easily use them for any situation. How you use the Skills may turn the tide of battle.

Defense
Select an ally other than himself to protect. If that person becomes the target of an enemy attack, Valen will guard the attack for him/her. Compared to a normal (Guard), it will last longer, (ally Guard level + skill level of Defense).

Empath
Select an ally other than herself to heal to max HP. Euphe will take half the damage you have healed for, but with higher skill level, less damage is taken onto her.

Mana Boost
Select an ally other than herself to increase their Energy gain. The higher the skill level, the more the character can gain.

Cleanse
Select an ally other than himself to lower or cure status ailments. The higher the skill level, the more levels it can cure. This works on any ailment.

❑ Guard Skill: Consumes 0 Mana

The higher the skill level, the more time you have to attempt a Guard, and therefore the more chances of success. (See pg. 15)

❑ Rush Attack: Consumes 1-10 Mana

Use Mana to deal massive weapon damage to the enemy. The higher the skill level, the more attacks you do.

Skill Points and Skill Level

Skill Points are experience points for skills that can be raised simply by using them on the Field or in battle. When the skill points reach a certain value, the Skill Level will go up, to max Skill Level 10.

- Skill Points 1-9: Skill level 1
- Skill Points 10-19: Skill level 2
- Skill Points 20-29: Skill level 3
  ...up to...
- Skill Points 90+: Skill level 10

About Magic

Magic can only be used in battle. You must raise Luminescence (see below) to increase your Magic Level, and by using more Mana, the spell can become much stronger. You can use magic by selecting a Lusce from the Main Menu and equipping it into an accessory.

Luminescence and Magic Level

Luminescence is like the experience points for Magic Lusces, which can be raised by simply using them in battle. When you gain a set amount of luminescence, the level of the Lusce will go up, allowing you to use stronger form of that magic. Luminescence is the Lusce's individual point system. Even if different characters decide to equip the same Lusce, the luminescence and Magic Level will be saved to the Lusce. Offensive magic will increase its power when leveled up, while other magics will last longer with increased levels.

- Skill Points 1-9: Skill level 1
- Skill Points 10-19: Skill level 2
- Skill Points 20-29: Skill level 3
  ...up to...
- Skill Points 90+: Skill level 10

Guard

How to Guard

Guard will occur in the following situations.

- When the character who has selected "Guard" becomes the enemy's target (including area attacks).
- If Valen's Battle Skill "Defense" is selected on an ally target and that character becomes the enemy's target (including area attacks).

When Guard is activated, a Command Circle appears in the middle of the screen and five Guard Points are randomly positioned in this circle. The roulette will begin to spin clockwise, and you must match the timing of the cursor to the red points, then press the ✕ button to turn them blue. If you press the button too early or too late and miss the Guard Point, the points that you have already turned blue will all turn back to red. You may keep trying as long as the blue gauge keeps going.

A successful Guard Point will block the damage you take from the enemy. Each Guard Point decreases the damage you take by 20%. So with one blue point, 20% of the damage is blocked, 40% with two, 60% with three, and 80% with four. Turn all the guard points blue to completely block the enemy's attack.

Mana Gain

If you have turned at least one guard point blue, you will gain one Mana (100 Energy).

▶ **Can't Guard against ailments!**
Although Guard can block all physical and magical damage attacks, it cannot guard any status ailments.
For these ailments, use accessories and magic enhancements to increase your resistance stats.

Battle Screen

❶ Character Name
❷ Ailment
❸ HP (current / max)
❹ Name of Monster(s)
❺ Battle Log
❻ Mana & Energy Gauge
❼ Field Attribute

Battle Flow

Battle is a turn-based command battle. Here is a short explanation on how battle works.

❶ Select a character to take the first action.

The characters will take their actions in the order you choose.

❷ Select the action.

- ◆ Attack: Normal attack with the equipped weapon.
- ◆ Mana: Consume Mana to use skills and magic. (See pg12)
  ❁ You cannot select Mana with less than 99 Energy.
- ◆ Guard: The character will take a guarding stance. (See pg15)
- ◆ Item: Use an item from the item list.
- ◆ Escape: Run away from battle. This option may not always be available.

❸ Select the action's target.

Enemy if the action is an attack, ally if it is support.

❹ Select the next character and action.

Repeat step 1-3 if applicable.

❺ Let the battle begin!

- ◆ If a character in Guard stance is targeted by the enemy, the log will note that the character is Guarding, and a roulette will appear on the screen.

❻ End Turn.

If both you and the enemy are still alive, move onto the next turn.

Experience Points

All characters who remain alive at the end of the battle will earn Experience Points. The amount you will gain after a battle depends on the type and number of enemies you fight. The stronger the enemy, the more Experience Points you will gain, but the more dangers you take in fighting it.

After gaining enough Experience Points, you may level up. This will increase your character's HP, as well as other stats.

Gaining Loot

After winning a battle, the enemy will drop money, and also has a chance of dropping an item. If your item inventory is full, you will not be able to receive the loot, so make sure to keep space in your inventory.

Status Ailments

Status ailments can change the tide of battle. Here is an explanation on how these ailments work.

Status Effects

Status Effects are ailments that may happen to a character in battle. Some will limit the character's actions, or do damage. Certain magics and special attacks may cause these effects.

Status		Details
	Confuse	The character may ignore your commands.
	Poison	The character will take damage every turn.
	Paralyze	The character may not be able to take an action.
	Petrify	The character will turn to stone and be unable to move.
	Sleep	The character will fall asleep and be unable to move.
	Freeze	The character will be frozen and be unable to move.

Debuff Effects

Debuff Effects are ailments that will lower your characters' stats in battle. Certain magics and special attacks may cause these effects.

Status		Details
	Weaken	Decreases STR, affecting the power of your physical attacks.
	Enfeeble	Decreases MND, affecting your magical defense.
	Enrage	Decreases DEX, affecting the accuracy of your physical attacks.
	Sicken	Decreases VIT, affecting your physical defense.
	Addle	Decreases AGI, affecting the ability to evade physical attacks.
	Daze	Decreases INT, affecting the power of your magical attacks.

How to Cure Ailments

The following are ways to cure status ailments.

- Wait until the effect ends.
- Use the specific item or magic that works against that ailment.
- Use Ruslan's Battle Skill, (Purify).
- Be affected by another status ailment.
- End the battle.

Effective Time

For all magics and effects such as ailments that continue over time, there is an Effect Level. The effect will last for however many turns the level of the effect was. For example, if you use Level 5 Sleep on the enemy, the enemy will stay asleep for 5 turns, including the one that it was casted on.

You can use curing magic and items to lower this effective time, shortening the effect. If you want to immediately cure the effect, cast a high level magic, or have more than one character use the curing item or magic.

Note that the same effect on the same target will only overwrite the first, and will not add up. Casting a different ailment will also overwrite the previous one.

Attributes

During battle, everyone is affected by the Field Attribute. Try learning the advantages and weaknesses that certain Field Attributes can have, and fight your battles effectively.

About Field Attributes

Field Attributes are bonuses that are added to Dragon Skills and Magic. During battle, this Field Attribute is always at Level 1.

Controlling the Field Attribute

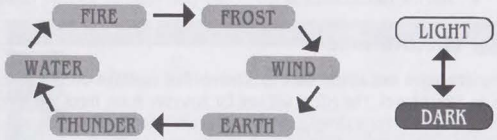
You can change the Field Attribute by using Enhance type magics or items, such as Fire Amp. Like the Status Effects, these magics also have an effect level, so by using a level 5 Enhance Fire, the Field Attribute will change to Fire for 5 turns. Also, the effectiveness of the magic will become weaker towards the end. So if you have changed the Field Attribute with an Enhance magic to deal more damage, try to use those Magics and Dragon Skills earlier on. (Items have Level 3 effects.)

▶ **Enemies use Field Attribute Magic**

Of the monsters that appear, unique monsters to that field will most likely use an attack of that Field Attribute. For example, in Southern Iris where the field is Earth, the Heterodoxa will use Earth type attacks. You can lessen the damage by changing the Field Attribute to something the enemy will be less likely to use as an attack.

Attributes

There are eight attributes in Gredia with the following relation:



Attributes also have a relation to stats and Status Effects. By increasing the resistance attribute to certain elements, you can also resist the correlating Status Effects.

Attribute	Color	Stat	Effect	Example of Magic
Light	White	N/A	N/A	Holy Impact, Holy Amp
Dark	Black	N/A	N/A	Dark Impact, Dark Amp
Fire	Red	STR	Confuse	Fire Impact, Confuse
Water	Blue	MND	Poison	Water Impact, Poison
Thunder	Indigo	AGI	Paralyze	Thunder Impact, Paralyze
Earth	Yellow	VIT	Petrify	Earth Impact, Petrify
Wind	Green	DEX	Sleep	Wind Impact, Sleep
Frost	Cyan	INT	Freeze	Frost Impact, Freeze

Crafting Items

In this game, you can craft items such as weapons and consumables by using Dragon Orbs. Select Crafting from the Main Menu to actually try making something.

Requirements

There are three things you need in order to craft an item.

- The recipe for the item you wish to craft.
- The ingredients needed to make that item.
- The Dragon Orb for the attribute of that item.

How to Craft

You can easily craft an item as long as you have all the requirements.

1. Select "Crafting" from the Main Menu.
2. Select the recipe for the item you wish to craft.
3. Begin crafting.
4. View the crafting results.

▶ **Know what you're missing!**

Select the recipe to see what ingredients are needed to craft that item. Ingredients that you do not have will be in gray, so you will know which items you need.

▶ **Collect Recipes!**

Every item requires the recipe to be able to make it. Recipes can be found at the town Recipe Shop, or inside Treasure Chests. Collect all your recipes and try crafting various items!

Options

You can configure the controls, sound, and text speed settings in the Options section. You can also quit the game from here.

Option Menu

- Camera Angles: Change the settings of your L and R buttons for your camera movements.

  TYPE-A = L Button: rotate camera clockwise
  R Button: rotate camera counter-clockwise

  TYPE-B = Switch L and R buttons.

- Cursor Placement: Turning this option ON will make your cursor automatically go to the last command you used during battle.
- BGM Volume: Adjust the Background Music volume. Max 255, Min 0.
- SFX Volume: Adjust the Sound Effects volume. Max 255, Min 0.
- Message Speed: Choose your text speed on a scale of 1-3.
  1(Slow) ~ 3 (Fast)
  The event cutscene speed will not be changed.
- End Game: Quit the game.

  ❁ Be careful since this will not save your current game progress. You will load from the last time you saved your game.

Network Play

In Dragoneer's Aria, there is a network mode called Dragoneer Mode (2-4 players). Turn the wireless LAN function of the PlayStation Portable ON to play in this co-op mode.

How to play Dragoneer Mode

After you have connected to the Network, find the people you wish to play with in the Lobby.

Make sure to follow these steps:

❶ Select Network from the Title Menu

❷ Select saved game data.

Playing on the Network requires you to have previously saved game data from Dragoneer's Aria.

❸ Register Player.

Once you have connected through the network utility, register a user name. If you have already done this before, this message will not appear.

❹ Connect to the Lobby.

Once you connect to the Lobby, you have the following options:

- MEMBERS WANTED: Become the host and look for other members.
- JOIN PARTY: Join another host as a party member.
- ENTER NAME: Change the name you entered in the previous step.
- TITLE SCREEN: End your connection to Dragoneer Mode.

❺ Acquire Members.

If you become the host, you can choose who joins the game, as well as setting the dungeon you will be playing. If you become the guest, you will join another person who is hosting the game. But you can only become a host if you have completed a certain condition of the main story. If you wish to become the host, make sure you have played through a good portion of the game.

Enter Dragoneer Mode!

Objective

The main objective of Dragoneer Mode is to cooperate with your friends to defeat the keeper of a certain nest and take its treasure. The battle begins once you enter the nest. If you defeat the enemy, you will win, but if you lose, you will have to retire.

Battle

In Dragoneer Mode, you will get to play one character that you previously selected before entering this mode. You will not be commanding four characters like you would for the main story. The players will have to talk about who will go first, who will use Mana, and what commands each player will use.

Equipment and Items

The levels, skills, equipped weapons and accessories that your character has gained in the main story will be directly reflected on your characters in Dragoneer Mode. Try to level up your skills and prepare yourself with good equipment before taking on this challenge. Note that consumable items will not be carried over.

Your character data will be transfered into Dragoneer Mode, except for consumable items.

Completing Dragoneer Mode

If you survive the vicious battles and defeat the keeper of the nest, you will receive a treasure to carry over into the single-player game. You may obtain strong items and ingredients, as well as the key to get into the next level nest.

▶ Tips!

You may gain powerful items in Dragoneer Mode that cannot be found in the single player game, so keep your eyes peeled!

WARRANTY

NIS America, Inc. warrants to the purchaser of this product that the medium on which this program is recorded is free from material defects for ninety (90) days from the date of purchase. If a defect covered by this warranty occurs during this 90days warranty period, NIS America will replace the game disc, at its option, free of charge.

This warranty will be void if the defect in this product has arisen from neglect, abuse or any attempt to use the product other then as specified in this manual.

WRRANTY SERVICE

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2. Save the sales receipt and UPC code found on the game package.
3. If the game is covered under a store warranty, return the game to the store at which the game was purchased.
4. If the game is not covered by a store warranty, notify NIS America by emailing Support@NISAmerica.com or call the customer service dept. at (714) 456-1763, between the hours of 10 a.m. to 5 p.m. Pacific Standard Time, Monday through Friday.

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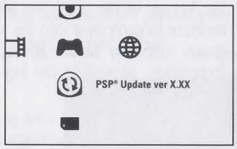
Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD™ includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD™, you must perform an update to start the software title contained on the UMD™.

Performing the update

When you insert the UMD™, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.



Before starting the update:

- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:

- Do not remove the AC adaptor, turn off the system or remove the UMD™.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.

NIS America, Inc. 1231 E. Dyer Rd., Suite 270, Santa Ana, CA 92705 www.NISAmerica.com

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Protégez ceux qui protègent le monde.

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A tragic destiny born from the blood of the dragon...
Une destinée tragique, née du sang du dragon...

Utilize an interactive Guard System to minimize damage!
Utilisez un système de garde interactif pour diminuer les dégâts!

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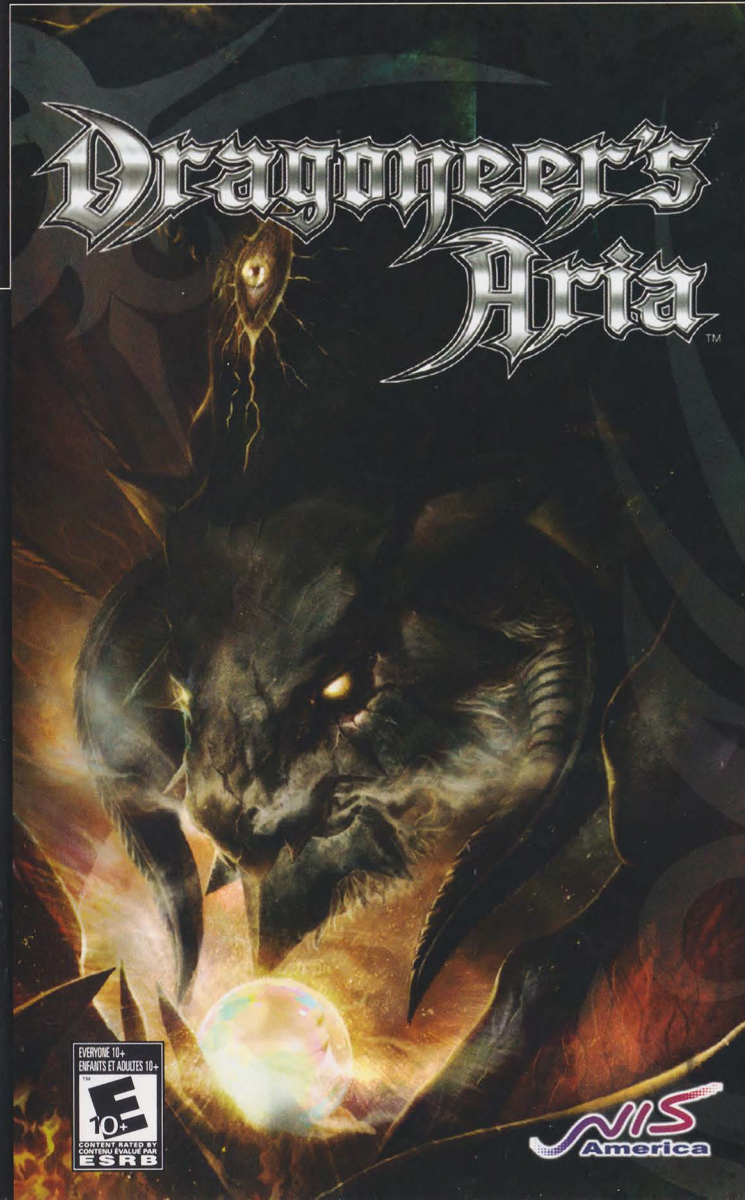
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